UBUCATIONS, 1/2 KING STREET

ROBIN CANDY'S PLAYING TIPS (The Cassette)

This series of mini-programs is published in conjunction with the Playing Tips Special supplement in CRASH issue 27 (April)

Some of the programs listed in the Playing Tips Special require several hours of careful typing, so fixes asked to provide an easy solution for your fried eyes and fringers—hence this cassette conteming 17 individual programs, most of which were in the supplement, but five of which are now.

Hobin Candy

USING THE ROUTINES

All the programs may be used without MERGE*** Just load the nutries you want to use and start the sprograms game tape from the beginning. You do not have to type in LOAD****Decades the poleer rotine will LOAD into a and pole if long you. With the exception of the surie of loar programs for SWEEVO'S WORD the poleer offer inficial these, power, thereby or whatever is required in the game to surrow.

Produced by Roger Kean, compried by Robin Candy All programing code and contents € 1986 Newsfield Publications except Sweevo's World Screen Editor Surje € 1996 Phill Churchyard

CONTENTS

I SWEEVO'S WORLD SCREEN EDITOR
LOAD "SWEEDITOR"

Allows you to alter the appearance of any room in the

game
CONTROL KEYS 1-7, after inkicolou of a room Gigets
room from memory, displays if the adding. You must
rollow Giveth a number between 0 and 255 Williams
edited screen back into memory Cilclear from of
objects except browners and other special objects. X
change sets of a room. An entit flashes—press Y accept
exit on NL Gettion VI Seeze rosts mode.

E to edit the screen Guide flashing cursor with Q. A. N. M or a Kempaton joyatek. To piece en object press ENTER or fire — cyclas through possible objects.

ENTER selects object, places it where cursor is Pressing O moves object to cursor's position. SPACE to exit.

S seves game data to tape if you have a compatible interface I you are also given option to save data to microdriva L: same as above except it deals with loading data.

2. SWEEVO'S WORLD TAPE LOAD

LOAD "SWEEVOLOAD"

RUN this and then start gamatape from beginning. Once loaded you are prompted to load saved data from Editor.

3 SWEEVD'S WORLD ROM PROGRAM
LOAD "SWEEVOROM"

LOAD "SWEEVOROM"

Microdrive owners only! When RUN, checks if (ntarface 1 is compatible — if not, user large.

4 SWEEVO'S WORLD SAVE PROGRAM
LOAD "SWEEVOSAVE"

2

Microdive bymers only! For saving Editor deta — use blank carmage because program formets automatically. To play created data, load fite off

microdine called Sweeve

5 CHIMERA (Firebird) LOAD "CHIMERA"

6) CYLU (Firebird)

7 DYNAMITE DAN (Mirrorsoft)

LOAD "DYNAMITE"

8 FARLIGHT (The Edga) LDAD "FARLIGHT"

9 GUNFRIGHT (Ultimata) LOAD "GUNFRIGHT"

10 GYRON (Firebird)

11 MARSPORT (Gergoyle Games) LOAD "MARSPORT"

12 MIKIE (Imagine) LDAD "MIKIE"

13 NOMAD (Ocean) LOAD "NOMAD"

14 ROLLER COASTER (Elita Systems)
LDAD "ROLER"

15 TAU CETHORE) LOAD "TAUCETI"

16 WESTBANK (Gremlin Graphics) LOAD "WESTBANK"

17 ZORRO (US Gold) LOAD "ZORRO" Is to the following for the routines an this cassett.

with yeard, Sweeno's World Editor, Chimate Cyl.

The Controls Manners To Call State Manners

REDITS



THE SISNEAK PREVIEW TAPE







LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type LOAD "" on your Spectrum and press ENTER. Press PLAY on your cassette recorder.

For more information consult your Spectrum manual.

CONTROLS LAST NINJA 2

System 3
A full listing of controls is given upon loading

DARK SIDE

Incentive Forward/upO Back/down K Right Fire Look up Look down Till left Titz right U-turn U Increase angle A Increase step size Decrease step size Rise vertically Fail vertically Interrupt Jet-pack on/off

See CRASH Issue 54 for more details

Sights on/off 8
Movement/attack mode SPACE



SNEAK PREVIEW TAPE

EX DIRECTION

One



(C) 1986

DARK SIDE & LAST NINJA 2
Incentive System 3







Connect is runtally in 1997 or records in 1997 in the free runtally in 1997 or records in 1997 in the first free runtally in 1997 or runtally in the free runtally in 1997 or runtally in For more information contain your suicing

CONTROLS

ROBOCOP

Dican		
Up		/ 0
DOWN	100	9
Left		-0
Right		- 7
ere/Funch .		- 35

TOTAL ECLIPSE

Incentive Foodward

ROST

	11-11 111-1111	- 44
100		- 0
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See CRASH lisue 50 for more decalls 1980 CRASH MA

Interition games

Featuring playable demos of:
ROBOCOP Ocean @ rea
TOTAL ECLIPSE Incentive @ res

THE CRASH SNEAK PREVIEW TAPE





THUNDER BLADE (US GOLD) THE CRASH SNEAK PREVIEW TAPE LED STORM (GO!/ CAPCOM

May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmast Happy playing!

UNDER BLADE (US GOLD) May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmast Happy playing! ED STORM (GOL/ CAPCOM





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For more information consult your Spectrum

manual

CONTROLS

THUNDER BLADE US Gold

Cursor, Kempston, Sinclair Joysticks. Keys:

Fast 8



LED STORM

GO!/Capcom Cursor, Kempston, Sinclair joysticks. Keys:

Definable

See CRASH Issue 59 for more details

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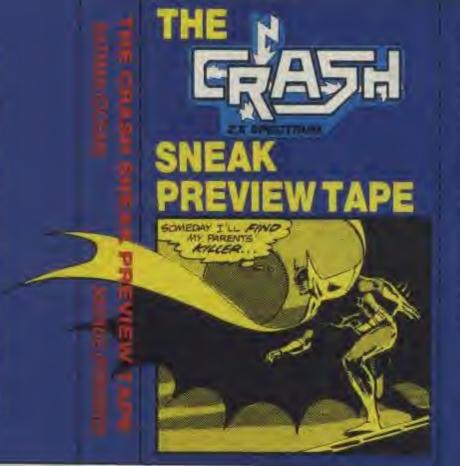


Femining playelds, demos of: THUNDER BLADE US Gold 1 124 LED & LORIM GOYCARCON 1 124

With eliminal formation and CRASH love; Nev or mind to quantity, feel the quality))



pe you'll have great fun playing this super Sneak Preview Tap Merry Christmas and a Kappy New Year to all CRASH readers.



LOADING INSTRUCTIONS

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For more information consult your Spectrum manual

CONTROLS

BATMAN **OCEAN**

Cursor, Kempston, Sinclair joysticks. Keys: definable

SAVAGE

Firebird

Cursor, Kempston, Sinclair joysticks. Keys Leap Q Crouch Right





THE REAL GHOSTBUSTERS Activision

SOPH STERS

Sophistr

A-Down

Ghostbusters

Activision

O-Left

P-Right SPACE-Fire

CRL
KEYS:
definable
STIX:

Cursor, Kempston

Stuck? (Dimwitt) For more info take a peak at issue 63 of CRASH.

THE CHUCIAL









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Pete Cooke

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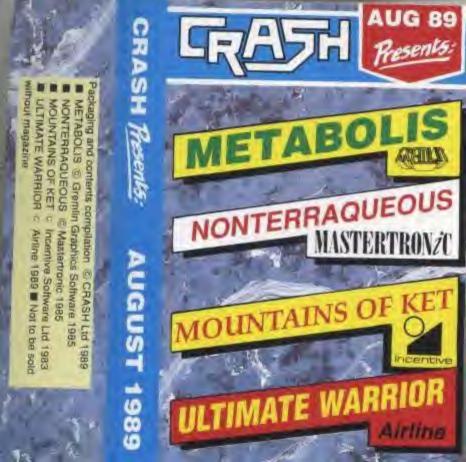
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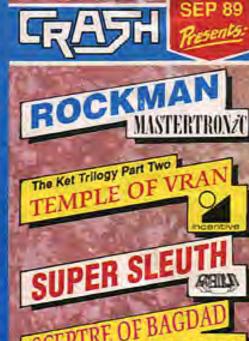
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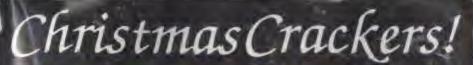
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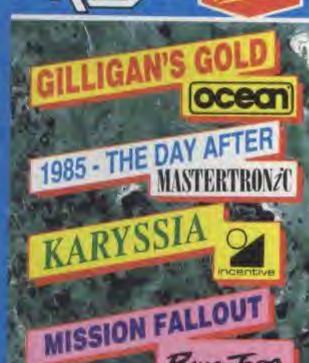
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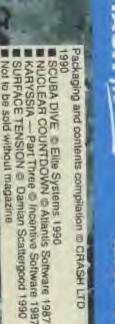


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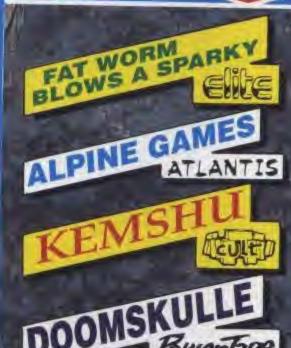




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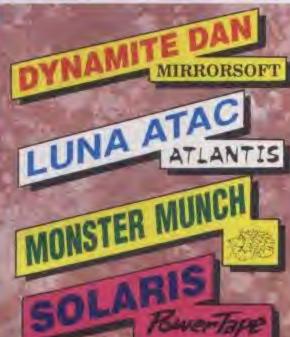
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Press ENTER
If game fails to load, go into 48K BASIC
and type LOAD"" (ENTER), press PLAY

48K Owners

Type LOAD"" (ENTER), press PLAY on tape recorder.
Should your tape prove faulty, don't despair: Send the complete package to

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A

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KEMANI

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CRASH Presents:

FULL EDENIE STORTHWENEY BOD OF JOHN







KEMANIA

OCTOBER 1990

- Packaging and contents compilation @ CRASH LTD 1990 GUNRUNNER @ Hewson 1988
- MANGO JONES SUPERCOM Atlantis 1985
- TALKING HEDZ @ Theo Develogas 1990 Psychaedelic Hedgeltog 1990
- Not to be sold without magazine

128K/+2 Owners

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC and type LOAD"" (ENTER), press PLAY

+3 Owners

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48K Owners

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on tape recorder.

Should your tape prove faulty,

don't despair: Send the complete package to

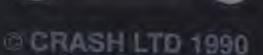
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OCTOBER 1990





HEDGEHOG



CRASH /

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HEDGEHOG



NOVEMBER

INT DRAGON Demo & Storm 1990 INHEAD Theo Develogas 1990 Psychaedelic Hedgehog 1990 Hewson 1986 IN ID CRUSH LTD 1390 Not to be sold without residence Atlantis 1987

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Follow on-screen instructions.
If game fails to load, go into 48K BASIC and type LOAD"" (ENTER), press PLAY

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TED



DECEMBER 1990

LVERBIRDO OSHURI

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VERBIRDO powertape TURBO GAME CHEATS WITH

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SAINT DRAGON DEMO @ Storm 1990 VIRUS @ Silverbird 1990 Hewson 1985

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48K Owners

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MEL CROUCHER'S CHRISTMAS PARTY!!

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2 ATLANTS HYPA

powertape MPM2

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SWIV TWO DEMOS!

CAT

Hi-tec Software

MEL CROUCHER'S CHRISTMAS PARTY!!

oxeding the collection placen is CRASH LTD 1990 Not in the sold without magazine

JANUARY 1991

CAT Demo ® Demo @ Storm 1990 Atlantis Software 1985 Carter Follis Software Associates/Hewson Peter Curtis 1990 Hi-lec Software/Hanna Barbera Inc 1990

CROUCHER @ Mei Croucher Ltd 1990

128K/+2 Owners

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48K Owners

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Should your tape prove faulty,

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LOOPY ADVENTURE

FEBRUARY 1991

and contents to 1901 CRASH List Not to the sold DEMO o 1990 Infogrames Howson Consultants Ltd

FEBRUARY

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KEMANIA

TRANTOR @ 1987 US Gold

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MASTER BRAIN & 1990 Eric Aumille

128K/+2 Owners

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If game fails to load, go into 48K BASIC and type LOAD"" (ENTER), press PLAY

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- WAUGHT'S GENIUS & 1980 Howson Consultants Ltd FIDE ARMS & 1988 CAPDOMUS Cold HIP'S CHALLENGE DEMO-0 1990 US Gold
- UPER WAT & 1965 ATMES HIRON C 1990 Lee Briggs

CRASH

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FROM CAPCOM'S COIN-OP

Great playable demo of US Gold's

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128K/+2 Owners

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC and type LOAD"" (ENTER), press PLAY

+3 Owners

Connect tape player
Press ENTER
If game fails to load, go into 48K BASIC
and type LOAD"" (ENTER), press PLAY

48K OwnersType LOAD"" (ENTER), press PLAY on tape recorder.

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O'CHASH LID 1881

RASH Presents:

CRASH



PLAYAL GREAT

TOYOL CEUCA

5 PALL BOOK

6 POKEMANIA

8 1986 Greenin Graphics
18 1987 Hewaton Consuttents Ltd
1947 Hewaton Consuttents Ltd
1941 DEMO 8 1991 Greenin Graphic
1951 John Armstrong



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APRIL 1991

GREMLIN DEMO!!

6

ithout magazine

MOON MAGIC & 1991 PHS BITE THE DUST = 1991 John Armstrong ANARCHY @ 1987 Hewson Consultants Ltd BOUNDER @ 1986 Gremlin Graphics TOYOTA RALLY DEMO @ 1991 Gramlin Graphics

LOADING INSTRUCTIONS

128K/+2 Owners

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC and type LOAD"" (ENTER), press PLAY

+3 Owners

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APRIL 1991



okemumini

MORE PLÁY! Coundown to the

■ Tour de Force © 1987 Gramlin Graphics ■ Dark Star © 1984 Design Design

by Design
Countdown to the Death © 1991 Mano de Paula Laite Gouvea I HeroQuest demo € 1991 Gremiin Graphics ■ Butch Hard Guy € 1988 Playabili

LOADING INSTRUCTIONS

128K/+2 Owners:

Press ENTER
Follow on-screen instructions.
If the game fails to load, go into 48K
BASIC and type LOAD "" (ENTER), press
PLAY

+3 Owners:

Connect tape player. Press ENTER if the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

48K Owners:

LOAD "" (ENTER), press PLAY on tape player.

Should you tape prove faulty, don't despair: Send the complete package to NEWSFIELD CRASH Tape Clinic MAY (88) Ludlow, Shropshire SY8 1JW A working tape will be returned to you! Please state model of Spectrum owned.









ABSOLUTELY BRILLIANT!

- PHANTOMAS



help is at hand

المختصات

Packaging

Juizmaster 6 1991 Graham Shaw

& Crossbones demo -

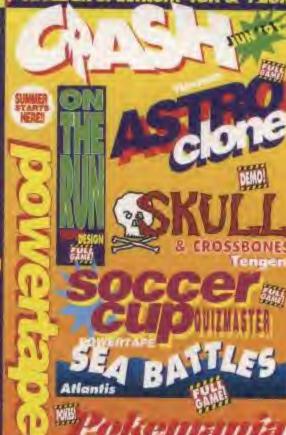
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SINCLAIR SPECTRUM 48K & 128K

The lation's playing



NEWSELLD

LOADING INSTRUCTIONS

128K/+2 Owners

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC

and type LOAD"" (ENTER), press PLAY

+3 Owners

Connect tape player

Press ENTER

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and type LOAD"" (ENTER), press PLAY

48K OwnersType

LOAD"" (ENTER), press PLAY

on tape recorder.

Should your tape prove faulty, don't despair: Send the complete package to

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CRASH Tape Clinic JUNE 88 (Powertape)

Ludlow, Shropshire SY8 1JW

A working tape will be returned to you!

Please state model of Spectrum owned





ABSOLUTELY BRILLIANTI



he PHANTOMAS helpline is a one Don't worry, help is at hand part solution

RELEASE updated weekly



LOADING INSTRUCTIONS

128k/+2 Owners

Press ENTER

Follow on screen instructions.

If the game fails to load, reset your machine, go into 48k BASIC and type LOAD" then press ENTER, then press PLAY on your cassette deck.

+3 Owners

Connect a cassette deck.

Press ENTER

If the game fails to load, reset your machine, go into 48k BASIC and type LOAD"" then press ENTER, then press PLAY on your cassette deck.

48k Owners

Type LOAD"", press ENTER, then press PLAY on vour cassette deck.

Should your tape prove faulty, don't despair, send the complete package to;

CRASH Tape Clinic (CodeMasters). Newsfield, LUDLOW, Shropshire SY8 1JW A working tape will be returned to you!

HELP LINES

NEW RELEASE INFO LINE 0898 555 000

(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! DIZZY 0898 555 093



TREASURE ISLAND DIZZY 0898 555 091 FANTASY WORLD DIZZY 0898 555 078 LITTLE PUFF 0898 555 094

> ROCKSTAR 0898 555 090 MAGICLAND DIZZY 0898 555 096 SLIGHTLY MAGIC 0898 555 050 PHANTOMAS 0898 555 059

Calls cost 34p per minute during off-peak fil and 45p per minute at all other times.

Woolworths **VEW!** Magicland Dizzy Treasure Island Quattro and Racers Dizzy computer loads Superhits *Fantasy World **NEW!** Quattro Firepower **NEW!** Dizzy Panic PO Box shops . loads of other absolutely Quattro nationwide Dizzy *The Dizzy Sports ·NEW! Kwik Quattro Quattro England Snax Combat *

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Collection (89.99)

Quattro Powe

Fast

Food

CV33

OSH games

Not to

CRASH presents: CODEMASTERS' 4 PACK



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CRAEH (Touch)





10. VAN Groovs

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Parwertape

NEWSFIELD

1991 CRASH Ltd

B

Cricket Coach

Helio there! Here we are the the socalled "first flap" of the inlay. And what a first flap it by Well, viewers, it's about time we shouted a rousing "Hurrah" for the fellowing people and their amazing programming talentsa MIGHTSHIFT (e) Lucasfilm Games A 18 Gold BUNTER (e) Graham Shaw SPACE WORM (e) A Remic

Presented

with CRASH

A SHADOW OV GLASS (c) A. Remie

CONFLISED (c) S. Bradley Everest

NEWSFIELD

Hunter Space Worm

onfuseo

A Shadow On Glass

SPECTRUM 48K & 10. KW Packaging and contents @1991 CRASH Lid. Not to be sold without magazine Turrican 2 demo 5 1991 Rainbow Arts (DOSWI Moon Magic 2 @ 1991 PHS @ 2112 AD @ 1885 Design Design Was appropriate! It's Broovy, Dragontorc of Avalon @ 1990

MEMICELELD

Cricket Coach @ 1990 R McSherry ● Pokemania @ 1991 CRASH Ltd



And now, luvvies, the LOADING INSTRUCTIONS!

(Ocook! Ocook! Banana, anyone?)

128K/+2 Owners:

Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

+3 Owners:

Connect tape player, press ENTER Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

48K Owners:

Type LOAD "" (ENTER), press PLAY on tape player

IF IT DOESN'T WORK:

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (JULY 90), Ludlow, Shropshire SY8 1JW

A working tape will be returned. Please state model of Spectrum owned

A big CRASH "hellot" this month for Snatch. Neons. Mat. Sal Sue. Dunc Ben Mincin' Matt Rupe. Chaire Ant Kim. Clive & the

Clive & Piers (for the coffee), and finally (gone but not forgotten)

Chvissy-

bay.

Gotta message? Sand it to intay Helios, CRASH, Ludlow, Shirops,

SY8 1JW

The "Quite Difficult to Spot" Compo! WIN A T-SHIRT!

Just tell us which was the very first game to be awarded a CRASH SMASH. Answers, on a postcard, to: My, my! That's a tricky one Compo, CRASH, Ludiow, Shropshire SYS 1.JW. The closing date is July 26th. Answer in this spot next month (If we

remember.) Byeasel Hello there! Here we are the the socalled "first flap" of
the inlay. And what a first flap it is.
Well, viewers, it's about time we shouted a rousing "Hurrah" for the
following people and
their amazing
programming
talents:

MIGHTSHIFT (e) Lucasiilm Games & US Gold

HUNTER (c) Graham Shaw

(c) A Remie

(c) S. Bradley

A SHADON

ON GLASS

(c) A. Remie

NEWSFIELD





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A working tape will be returned. Please state model of

Spectrum owned

Name. Mat Sal Sue Dunc Ben Mineiro Marit Rime Claire Ant. Kim Clive & Piers (for three coffee). and finally (gone but not forgotten) Chrissyboy.

A big

"hallo!"

this month to. Snatch

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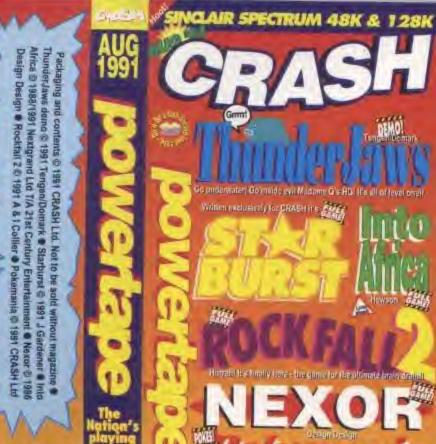
CRAST powertage



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NEWSFIELD



Boo! Sorry, punters - it's only the LOADING INSTRUCTIONS!

128K/+2 Owners:

Press ENTER
Follow on-screen instructions. If the game fails
to load, go into 48K BASIC and type
LOAD "" (ENTER), press PLAY

+3 Owners:

Connect tape player, Press ENTER
Follow on-screen instructions. If the game fails
to load, go into 48K BASIC and type
LOAD "" (ENTER), press PLAY

48K Owners:

Type LOAD "" (ENTER), press PLAY on tape player

IF IT DOESN'T WORK:

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (AUG 91), Ludlow, Shropshire SY8 1JW. A working tape will be returned.

Please state model of Spectrum owned.

that month John COMP. and all al TRIOGE. Favry P Ulca Mepsing in set they last (Distributed) Woods (for soing ne best). THINKY COUNCE Julius and work they DETRING H firmuly)

A big DRASH

Golden Message Terrain to Maly Hallen CRASH, Ludlow, Stooper SYR 1.00

The "Guille Difficult to Spot" Compol No 2

WITH A T-BHERT
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of the programming
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Ultimate's Soom
Worf Arrawge on a
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Somped's Am Noti
Conigo, CRASH,
Ledlow, Shropanin

LAST MONTH'S ANSWER:

SYE TUW Brillies

harri by Apparel 20

FUSI OUI OF WILL ITAL

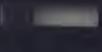
The fest CRASH, Smached genewas, in fact, you Set Willy with an award rating of 95%

CRASH Powerlaps

Pode 2/2









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untergration i

Pokemania @ 1991 CRASH Ltd

CTRUM 48K & 128K SEPT '91



Green! Corky here with this month's LOADING INSTRUCTIONS!

128K/+2 Owners:

Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD " (ENTER), press PLAY

+3 Owners:

Connect tape player, Press ENTER Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

48K Owners:

Type LOAD "" (ENTER), press PLAY on tape player

IF IT DOESN'T WORK:

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (SEPT 91), Ludlow, Shropshire SY8 1JW, A working tape will be returned

Please state model of Spectrum owned.

WHINERS

THE DECEOU who came out tops in the My. My That's a Tricky One Compo WEE! Tion Januar of Ordell In Bade. Honda/mble maintiens to: Paul Manubary. Castletown Mr.A. Thomason. Hainwill: S Narvey. Motherwall and Mr.P. Sunder. Dewstrory Rommober POWE, WE calved for the Best SMASH NO the first DONGS rating

Tame!

The "Quite Difficult to Spot land incredibly tricky)" Compol

No. 3 WIN A T-SHIRT

What was the name Of the BK-CRASH conditibutor that wrote the hit (but old) games Code Mame Mel and Jasper ? Clasma date is September 15. Answers to Newsheld, I know it! Compo, CRASH. Ludlow, Shropshire. SVB IJW First from

LAST MONTH'S ANDWER:

the nat winst

The programming team that wrote Ultimate's Salire Will was the A.C.G. Telame

CRASH Powerlape

The first state of the company of the state of









o Crash 199







Grrrl Buzz the Olibug here with the LOADING INSTRUCTIONS! (Grmr! Buzz! Buzz! Etc, etc...)

128K/+2 Owners:

Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

+3 Owners:

Connect tape player, press ENTER Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

48K Owners: Press ENTER

Type LOAD "" (ENTER), press PLAY on tape player

REMEMBER: On Psychedelia you must go into 48K BASIC and type LOAD *** CODE as the loading command.

IF IT DOESN'T WORK:

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (JULY '91). Ludiow, Shropshire SY8 1JW A working tape will be returned. Please state model of Spectrum owned. Please allow 28 days for delivery.

A bib. rousing CRASH "Hellot" must do. this month. Bry. everyone who has been sending in their programs. los POWER. TAPE

avaluation

If you're still waiting to hear from us we promise we'll be in touch soon it's a bit busy around here at the moment















SWEEVO'S WORLD

Designed and built as the answer to all mansmeeas SWEEVO was a miserable flop — unco-ordinated, unintelligent and forgetful. But the kindly old Robo-Master has taken pily on this crazy roboid and one more chance is all he has, if you can call the challenge of Knutz Folly a fair chance.

The most bizarre planet in the empire, Knutz Folly is packed with the absurd, crammed with the weird Can our hero turn this folly of Baron Knutz into SWEEVO'S WORLD?

From the great abyss of a black hole emerges a danger of awesome consequences — a planet so unstable that if its care is not rebuilt the resulting explosion will render the Galaxy a lifeless wasteland. To the rescue, BLOB, hero of the moment. This Bio-Logically Operating Being is chosen not for his super intelligence, not for his fearlessness nor for his super intelligence, not for his fearlessness nor for his super powers — his is the only spaceship operable. Out to face danger he goes-trusty spaceship, flightboard computer and galaxy A—Z. Will he succeed? Will he

He'd better, there's no other chance for the world

Superfit and desperate for freedom, Monty makes his daring escape from Scudmore Hounded by the basions of law our frightened hero finds refuge criminal underwold who offer him chance of freedom. Moving from house to hide

BOUNDER

the screen, bouncing from slab to slab. Keep your wit one jump too short and you're dead, o error of judgement and you're into a ball splitting collision. ne of the most compulsive games to be made, se yourself in a flurry of action, a state of intense neentration as you manoeuvre Bounder around



Gremlin Graphics Software Ltd., Alpha House, 10, Carver Street, Sheffield, S1 4FS. Tel: (0742) 753423

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SWEEVO'S WORLD

"...The funniest cartoon adventure you'll ever take part in..."

For an intelligent robot, Sweevo is not very bright - he's clumsy, accident-prone and fond of fruit, but not bright. So that when he encounters the Great Dictator, the Horrid Little Girl and the Goose that lays the Golden Erg, his strange faith in apples is shaken to the core... Confused? You will be, when you enter the outrageous bizarre and hilarious SWEEVO'S WORLD.

For a self-willed robot, purpose-built to ease Man's burdens, seek out extreme environments and, generally, boldly go, SWEEVO was bit of a flop. So far, during Robot-Android Training School (RATS), he had failed the Memory Test (forgot to turn up), failed the Intelligence Test (forgot his name) and had been disqualified from Coordination Classes when, while trying to scratch his knee, he had accidentally turned himself off. All in all, a complete disaster...

But the kindly old Robo-Master had decided to give poor SWEEVO a final chance, mainly in hope of getting rid of him forever!

Each self-willed extreme environment vocational organism was allocated a problem planet to clean up before it was allowed to enter Active service. Such worlds abounded in the Grand Empire of Man (who tended to get pretty messy, what with a Galaxy to run and all); Odoreta 5, for example, the home for Old Training Shoes in the Sirian Sector, or Riglis, which for some reason known only to the Space Angling Guild, was entirely populated by worms

Lucky old SWEEVO was dropped onto an artificial planetoid shown on the star-maps as Knutz Folly. Built by the mad baron Knutz, for his wife Hazel, an almond-eyed beauty from Brazil, the folly was the most bizarre planet in the Empire. Long deserted by humans, it was now populated by a host of genetic experiments created by Knutz before he went completely screwy and finally lost his thread.

Can our Hero overcome the absurd dangers that face him and reach Active Status? Is the kindly old Robo-Master due for a shock when SWEEVO returns from his mission? Will Knutz Folly be renamed SWEEVO'S WORLD? Probably not...

THE POINT OF IT ALL

The results of the Baron's strange genetic experiments have completely overrun the artificial planetoid and must in some manner be eliminated. The main task would seem to be the extermination of an organism originally designed to look after the Folly and keep it clean - the Waste Ingestion and Janitor Units (known commonly as widgers) - they are not really dangerous but are extremely irritating and deserve everthing they get! On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity; luckily, due to a deprived childhood in the breeding vats, they each have a special weakness which can be used to attract them...

SWEEVO's energy level can be judged by the expression on the face of the large dial; the Goose that lays the Golden Erg, however, will provide extra energy if he is startled from behind

The Selector Pulse shows the position to be occupied if an object is picked up or the object to go if it is dropped.

Scoring is very complex and largely irrelevant, but, remember that for SWEEVO to reach full Active Status, all other organisms must be eliminated.

Oh, and Beware of the Fruit!

HOW TO PLAY Keyboard Controls

QWERT Up Left YUIOP Up Right

HJKL and ENTER Down Right **ASDFG** Down Left

Bottom Row Pick Up. Drop. BOO

JOYSTICKS supported are Kempston, Interface 2 and Cursor types; in all cases, the Fire Button takes on the functions of Pick Up, Drop and

To FREEZE the game: press Symbol Shift and 0 on the Spectrum

SWEEVO'S WORLD is manufactured and marketed by Gargoyle Games Ltd., 74 King St., Dudley, West Midlands.

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BOUNDER

INSTRUCTIONS FOR PLAY

Move Bounder (tennis ball) around screen, bouncing on hexagonal slabs only. If you miss, you fall to your death. Be sure to identify mountains and walls as you can't go over them, you must go around. Any collision means you lose a life.

As a rule: 1F 1T 1SN'T HEXAGONAL, THEN AVOID 1T!

These aliens destroy you:

BINOCULOIDS STICKITS MOSCITA BIRDS CHOMPER DOMES PTERRIES COINS EXOCETS etc.

Useful aliens are:

TELEPORTS JUMP BONUSES BONUS BUGS COPYRIGHT CANS MOVING PLATFORMS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air. This allows you to make longer jumps, and if you feel inclined, a few fancy aerobatics! (Not recommended for beginners)

Slabs with question marks give you a mystery bonus, some good, some fair, but most of 'em bad. Careful planning and the use of a map are essential. Use the pause control to help you map the screens. After each level, there is a bonus stage. Bounce on as many question marks as possible, clearing all question marks will earn you a bonus. Each jump unused adds to your bonus score.

ADDITIONAL INFORMATION

Keyboard controls:

W Right Q Left M Pause On/Off LUp

P Down Break Return to title page. Joystick Kempston or Sinclair Interface II auto-selects when interface

attached

Gremlin Graphics Software Limited

Impalers

Key

Space Locks

Molecular Structures

Space Hopper Pads

Antimatter Objects

Joystick Options

User Defined Keys

Superb Sound

Game Tunes

Spaceship

Skeletonauts

Smash Traps

Mushrooms

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MONTY ON THE RUN

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance to breath fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from many he's offered and not miss out on the hidden gold coins that will make him

At last he's free but can he make the cross-channel ferry on time?

INSTRUCTIONS TO PLAY

GAMEPLAN

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

THE FREEDOM KIT

1. Compass	2. Jet Pack	3. Disguise
4. Rope	5. Generator	6. Laser Gun
7. Watch	8. Ladder	9. Hand Grenade
10. Gun	11. Floppy Disk	12. Passport
13. Gas Mask	14. Telescopic	15. Tank
16. Bottle of Rum	17. Axe	18. Kit Bag
19. Map	20. Hammer	21. Torch

GENERAL TIPS FOR OBJECT SELECTION

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

SELECTING INITIAL OPTIONS

Use Up and Down to position the stars at the side of the desired option, then press Jump/Fire to select it.

FREEDOM KIT SELECTION

Use the Left and Right to move arrow and press Jump/Fire to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

HOW TO MOVE

KEYBOARD

Q Left

W Right

ENTER-H Down

Y-P Up

B-SPACE Jump/Fire

compatible with Kempston and Interface II. These will be selected automatically if present.

Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS.

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STARQUAKE

Message has just reached Earth of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not rebuilt it will implode causing the whole universe to go 'Ka Boomf!" - Strewth, a Starquake...

The Bio-logically operated being is chosen for this ultra-dangerous mission – but why Blob? 'Cause of his mind blowing hybrid capabilities? Or the artificial intellect of his anti-brain? Nope - 'Cause all the other guys have pranged their spaceships. So Blob sets off for outer-space in his trusty ship with just a flightboard computer and a galaxy A-Z for company - Gulp, is he gonna succeed? - Will he even get there? - Or will the universe and Blob go blip?..

- Gosharooties who knows? But all these and many more answers must be questioned before it's too late!!!

CONTROLLING BLOB

Keyboard:

OLeft

A Down or lay bridging platform M Fire

Q Up or pick up an object Also user definable key option

Use Sinclair Interface 2, Kempston or Cursor Joystick. Pause game with BREAK/SPACE key any key or joystick action to restart. Abort by pressing keys ASDFG simultaneously.

GALAXY A - Z

Teleports Blob Walking Plants Flying Spikes Dropping

Lunar Undergrowth Platform Packs Pause Key **Key Code Cards** Anti-Gray-Lifts Pieces of Core Weapon Zapping High Density Cloud Planet's Core Rocky Lunarscape

Electrons Zap Rays

Energy Packs Abort Option Flexible Thingydoo Cheops Pyramids

Olly

Space Hopper Bridging Platform Weapon Packs

Bonus Lives Re-Equip Packs Secret Passages **Flowers**

Signpost

Bubble Bus Software 87 High Street, Tonbridge, Kent TN9 1RX England.

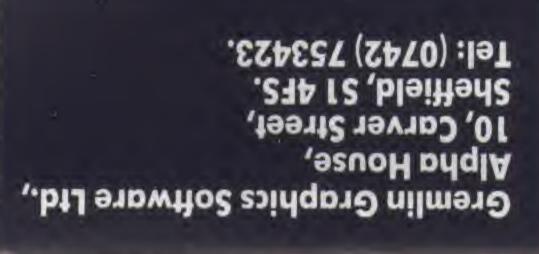
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LOADING INSTRUCTIONS

CASSETTE:

Type LOAD"" and press ENTER. Press PLAY on the cassette recorder.







sojydejg ujjwajg

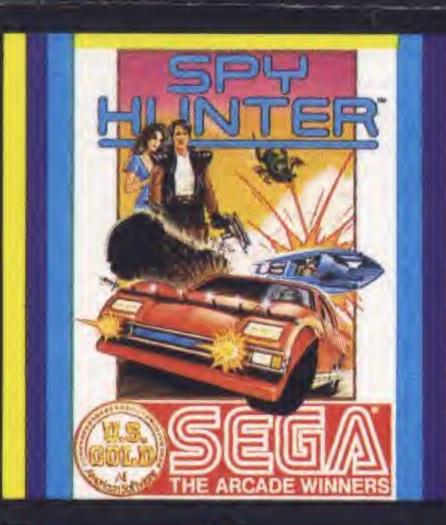
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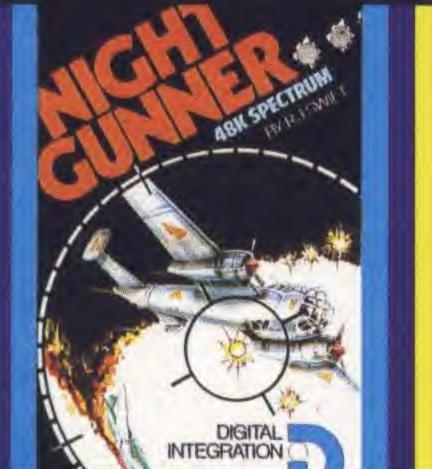




SMASHES FOR SPECTR

















Darach

4 CRASH SMASHES FOR SPECTRUM 48K

SPY HUNTER

The official home version of Bally Midway's 1st arcade hit.

- You control the turbo charged race car/hydro spy boat.
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens.
- Sophisticated spy-challenging graphics. This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

DUN DARACH

It happened that, following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful charioteer, Loeg; pointless because the enemy was a scouting party and not intent on taking the peak of Beann Ghulban, below which the battle took place; fateful because, amongst their number was Amhair, a Prince of the Conachta and the darling of his father, who vowed an instant revenge.....

NIGHT GUNNER

The air battle where only aces survivel Each of the 30 different missions pushes you to the limit with enemy fighters attacking from all directions, guns ablazing! explosive 3D ground attack sorties, and there's still the flight home.

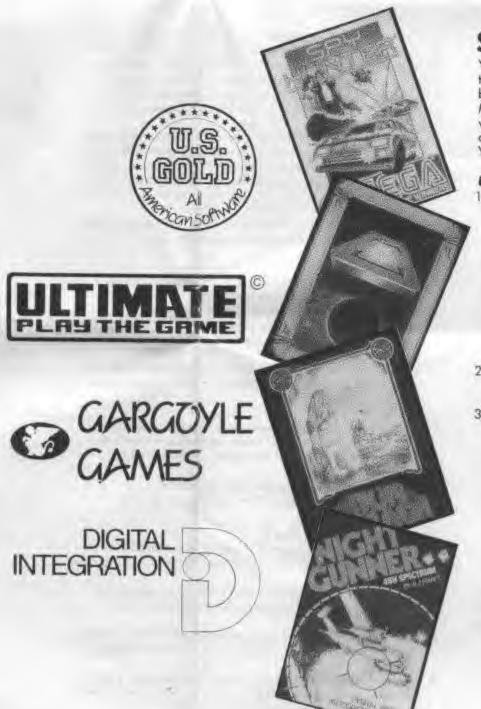
ALIEN 8

Long long ago ... in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race. The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of. intelligence.

All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.







SPY HUNTER

You are a world class spy driving for your life in your ultra-equipped turbo-charged spy mobile. The road is crawling with Enemy Agents bent on your destruction. They'll stop at nothing, so neither can you. Manaeuvre your car with all the speed and skill you can, always watching for the Road Lord, the Switch Blade, the Enforcer and other Enemy Agents as they try to stop you cold on land and water. You must destroy them before they destroy you.

Using your controls

Select either J (joystick) or K (keyboard) and E (expert) for the more challenging game, or N (novice), for

the easier game, by using the keyboard. The NOVICE game runs on a counter that gives you 999 units to complete the first leg of the course. You have an unlimited number of Spy Lives (cars) during this time. After the period is completed, you earn one extra Spy Car. You earn another Spy Car after 20,000 points and one every 10,000 thereafter. The EXPERT game also starts with an initial 999 counter, but at a higher difficulty level. The enemy is more aggressive and you are given one Spy Car after the counter runs down. You earn another Spy Car at 20,000 points, then one every 20,000 thereafter.

. You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting your Spy Hunter carroll out the back and onto the road.

Use your button joystick control to manoeuvre your Spy Car through the dangers of the road and waters of Spy Hunter in the

Increase speed Turn left Decrease speed

The Scene is Set It happened that, following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful chariateer, Loeg; pointless because the enemy was a scouting party and not intent on taking the peak of Beann Ghulban, below which the battle took place; fateful because, amongst their number was Amhair, a Prince

DUN DARACH

Towards the end of the second day, Cuchulainn and Loeg came across a wayside inn and went inside to claim lodging and sustenance, leaving their war chariot by a strange horse-drawn comage, surmounted by a huge Oak Log. While they waited for food, they were approached by Skar, a strikingly beautiful girl, who told them that she was the owner of the strange carriage, but was desperately troubled for her conveyance had developed a

of the Conachta and the darling of his father, who vawed an instant

shattered axle. With somewhat unseemly haste, Loeg leapt to assist her and left the inn with Skar. Cuchulainn smiled to himself and settled down to enjoy the freshly arrived trencher. After a while, he went outside to see what progress

Loeg might have made, but was astonished to find no sign of Skar or Loeg. Instead, one of the proud horses that pulled the chariot lay slain on the ground; of the Oak-carriage, there was only a cloud of dust disappearing along the Eastern Road, and on the wind, a hint of ghostly girlish laughter. In a growing rage, Cuchulainn went back inside the inn and shook the terrified landlord until the full story was

Skar was, it seemed, a Sorceress and ally of the Connachtmen, and she had seized Loeg as retribution for the Pinceling's death, and taken him, body and soul, to the Secret City of Dun Darach.

Vowing a mighty vow, Cuchulainn mounted the remaining horse and took off to find the mist-shrouded city. Long was his search and the trials he endured form part of a different story, but, in time, he found Dun Darach, for in truth, that was where the Secret city was

How Dun Darach Works

The Option Screen is presented at the start of the game or upon request via the keyboard; the screen offers the following choices:

- 1. Enter the Game
- 2. Save the current Game

3. Restore a Game Note that returning to the option screen from a current game will leave the game-world intact - upon re-entry, nothing will have changed unless a previously saved game has been restored. This allows a game to be saved at a critical point without destroying it. When saving or restoring a game a version number will be asked for – this is to ensure that the right game is restored; so keep a note

of version numbers.

The Keyboard controls the actions of the main character - which keys perform which actions on your particular make of computer are given on a separate card.

The following actions may be performed:

- change camera angle 90 degrees left or right. enter a doorway; to achieve this on any computer, position

Cuchulainn in front of the door and press the enter button. - pick up or drop a specific object; note that objects may only be dropped in certain places - i.e. shelves, counters, etc. Whether this is in compliance with some whimsical city ordinance or merely an

inborn sense of tidiness is unclear. - offer an object to another character - this will produce a display in front of Cuchulainn of the proffered object - what happens next will depend on how well you have judged the other character's personality!

- select an object being carried for dropping, offering, etc. - the currently selected object is indicated by an asterisk. Note that Cuchulainn can carry 3 separate objects plus a large amount of money.

In addition, there are some special function keys:

- enter/exit Autorun mode. freeze/unfreeze frame.
- return to Option screen.

How to play Dun Darach

The main objective of Dun Darach is to locate and release the charioteer, Loeg. But, as you walk the streets of the Secret City, you will encounter scores of secondary quests which will need to be completed before a final solution is reached. Each player will develop his or her own strategies as they progress through the game - there is no set route to solve the Quest - however, as a guide, we will describe the elements involved in Dun Darach and give a few hints on play.

The layout of Dun Darach is as complex as any normal large city, and the streets and buildings are continuously mapped by the program. You will notice the following logical sub-divisions. the city itself is divided into a series of Quarters, each of which

passesses a distinctive character – for instance, one Quarter is involved with entertainment, another houses all the financial

- to aid the explorer further, each Quarter consists of several named districts.

- every street in Dun Darach bears a street name; every door that opens onto the street carries a house number.

 behind every door there is a room or set of rooms, which may be occupied or empty.

The Population

While some of the other characters in Dun Darach stick singlemindedly to their assigned tasks - for instance, shopkeepers - the streets are full of independent, fully-animated characters, each with their own personality. Most of them have something which you will need, like specific objects or information or the knowledge of a secret way and all of them are open to bribery, either directly, with money - normally a large amount - or by some object which they hemselves desire or need. Note that you cannot be killed in Dun Darach (another city ordinance?) but you will be fair game for pickpackets, confidence tricks and other normal city street activities. Note that the other game characters are represented by one basic female figure and one basic male figure; when a new character appears on screen, an identifying symbol appears beneath the figure and the full name is shown in the text display.

The Currency

The units of currency in common use in Dun Darach are Irid Iliterally - Rainbows); these are small gold sequins, variously coloured in the

minting process. Iridi can be gained in a variety of ways: - by working! Opportunity to gain a steady job exists in several parts of the city.

by gambling; a visit to the Gaming House can be lucrative - or

 by selling at a profit; throughout the seven Universes, the Entrepreneur will always flourish.

- by stealing; highly profitable but very risk. - by banking, a wise move, and a reasonable interest rate.

Iridi can also be disposed of by many routes: - by buying an object from a shop - pick up the object and offer money to the shopkeeper who will deduct the appropriate amount.

Of course, you could try not paying.

- by bribery, but, beware, the denizens of Dun Darach will never give you change...

by being robbed – oh well.

Extract from 'Dinn Nemeton' - the History of the Sacred Grove, an Anonymous, Ancient and Secret

Writing, which may not be published in full. From the vaid sprang forth Lightning, that split asunder the long Night to reveal the World to the sight of Men; and the Voice of Darkness torn was Thunder, which rolled in majesty from mountain to valley and from river to sea; and the shape of Thunder in the World was the Oak, whose roots bound together the fabric of the earth, on whose branches rested the canopy of the sky; and the site of the Sacred Grove wherein rested the Oak was called Dun Darach, the Hill of the Oak, and this was the most secret of knowledge and was entrusted only to the chosen of the Druidhan. But the Druidhan were also of the race of Men, and needed food and clothing and shelter, and there were ever those on hand to

If you wish to play Spy Hunter using keyboard controls rather than the joystick, here are the keys to use:

Down-K Right-L

Fire forward - A Fire backward-Z

Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the bottom joystick affects the movement of your Spy Car. However, both Fire Buttons are used to activate weapons. The bottom Fire Button activates rear firing weapons. (See Weapons Section)

How to play

SCREEN AND GAMEPLAY

Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The Van stops and your Spy Car rolls out the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase the enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens. On the Icy Road, the surface is slippery and your car is harder to control.

WEAPONS

side of the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

Top Fire Button activates Smoke Screen and Oil Slick.

Keyboard - "A" activates Machine Gun and Missiles "Z" activates Smoke Screen and Oil Slicks.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points. ENEMY AGENTS

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:

The Road Lord (bulletproof) Must be ranimed off the road by Spy Car Switch Blade

The Copter (Mad Bomber Drops bombs onto Spy Car

Extended buzz-saw hubcaps to slash cars. Borrel Dumpar

O Doctor Torpedo Dumps barre's in water ahead of Spy Boat [3] Fires torpedoes at Spy Boa

Fires a shotgun

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.

Scoring

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen. Here's how the scoring adds up:

Travelling on the water 5 points for every 1/4 of screen Travelling on the road 25 points for every 1/4 of screen If you destroy: The Road Lord 150 points Switch Blade 150 points The Enforcer 500 points The Copter (Mad Bomber) 700 points Barrel Dumper 150 points Doctor Torpedo 500 points Each time you enter or exit the boathouse, as you move from land

NIGHT GUNNER is an action-packed arcade-style game based on

aimer whose task is to defend your plane against enemy attack and

destroy the ground targets in 30 different missions. The rewards are

high for the expert marksman, but beware, the going gets tougher

LOAD "ng"

a Second World War scenario. You are the gunner and bomb

to water and back again, you earn 1500 points.

ALIEN 8

Keyboard controls

LEFT Alien 8 will turn left using the Z, C, B and M keys. RIGHT Alien 8 will turn right using the X, V, N and SYMBOL

MOVE FORWARD Alien 8 will jump using any key on the second row, A, S, D, F, etc. JUMP Alien 8 will jump using any key on the third row Q, W, E,

PICK UP/DROP Alien 8 can pick up or drop any object using the

PAUSE The whole game can be paused by using the CAPS SHIFT or SPACE/BREAK keys.

Joystick Controls

Alien 8 can be fully controlled by using the KEMPSTON INTERFACE, CURSOR CONTROLLED INTERFACE or the SINCLAIR INTERFACE II and joystick, by replacing the LEFT, RIGHT, FORWARD, JUMP and PICK UP/DROP

Long long ago... in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved

The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whiris into an artificial cybernetic rush of intelligence:

All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.

The Journey

Aeons passed and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnocle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting... The long journey is near completion as the central computer alerts you to the nearing of the pre-destined solar system. The dust of aeans lies heavy on the ageing data banks of the central computing core, fired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.

A. The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is

Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it

 B. Once the starship has slowed down into sub-hyper-warp speeds and enters semi-cyclic arbit the ship will not have enough fuel to

directional robodroids.

All cryonaughts must remain activated,

Locate and recover all thermolec valves and ALIEN 8

ensure continuing activation

Locate and activate all cryogenic chambers. All cryonaughts must remain activated prior to the planet

being reached, for them to effect the final landing sequence. You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions, etc.

FAILURE TO COMPLETE ANY OF THE ABOVE WILL MEAN: THAT YOU HAVE NOT FULFILLED YOUR PROGRAMMING, AND YOU MAY BE SUBJECT TO RE-PROGRAMMING. SHOULD YOU FAIL TO FULFIL YOUR PROGRAMMING THEN THE SHIP AND ALL CRYONAUGHTS WILL BE LOST.

Plane Defend

You must defend your plane against the attacking fighters on the flight to and from the bombing target by shooting them down. The gun sight is moved using the keyboard or joystick movement controls and guns fired using the fire buttons. Just like a real gun, there is a time delay from when the bullet is fired to when it hits the target. This has to be allowed for by aiming the gun in front of the moving target. This is called deflection shooting.

The bullet delay can be seen by moving the sight and firing the guns. The centre point of the bullets will be seen outside the centre square of the sight.

Your score will increase each time you shoot down an enemy plane, a barrage balloon or the bonus plane that occasionally crosses the

Bombing or Rocket Ground Attack

All 30 of the ground attack missions are different, alternating between high level bombing targets and low level rocket attacks. The bombing/rocket sight allows for your plane's movement when aiming at the targets but you have to make an allowance for moving targets. The amount you score is dependent upon how close to the centre of the target your bomb or rocket hits and if the character is worth double score.

Flak will be fired at you during ground attack missions, its accuracy dependent upon how much you weave about the sky. Long periods of straight and level flight during a bombing mission will result in you being illuminated by a searchlight. This will obscure your target and put you under very heavy fire from flok. Escape from the searchlight y manoeuvring your aircraft.

During high level bombing, control your plane using the left, right, up and down controls. Climbing and diving will affect your aircraft speed. During rocket attacks, the pilot continually gives your height. Climb to get sufficient height and then dive onto your target, release a rocket and pull out of the dive. If you hit the ground you will lose

The sight on the ultimate mission is different from all the others. Adjust your height so that the two spots on the screen form a figure 8, line up the two bars onto the centre of the towers and release your bomb.

Plane Damage

This is caused by attack from the enemy planes or being hit by flak on the bombing runs, the amount of damage being indicated by the aircraft status symbol. Yellow areas on the status plane indicate where the plane has been damaged, and red areas where it has been destroyed. If the damage is serious you will crash and lose a life. The damage can be divided into five areas; the flight deck, engines, wings, tailplane and gun turret.

Flight deck: Damage will result in random movement of the plane during ground attack missions, making bomb and rocket aiming difficult. When the flight deck is destroyed the plane will crash.

Engines: If enough engines are destroyed or damaged before the combing run then the bombs will be dropped. If 3 or more engines

performance of the plane, but if they are destroyed then the plane

normal. When it is destroyed the sight has no movement but the

NIGHT GUNNER *

且是世界中國治疗""PRE 1920年的基礎的主義的主義的是基本主義用的的基礎的的問題的主義自然的基礎 表于李章高度表现是"全经年的是要是在这个本面的的声音的的意思与是严重的表现是是是是是不要不 深高級表記表表表的周期或可能使素素是在於深思的意思。 是我的是有我是是有是是有我的家庭是在代表的是在代表的人们的原始和他们的最后的最后的最后的, 3.年秦李氏祖立"三居生民百倍草因為美國自然中國官事因及孫君君之日帝後民妻國祖召英史大為斯爾萬萬 高元素以多数的高度更多产生是在35万数异常的多类型的自己的的 500mm 1500mm 15000mm 1500mm 1500mm 1500mm 1500mm 1500mm 1500mm 1500mm 1500mm 15000 还以取得上意味養養。由是在有些方面所屬與學用的應應與結及監察與遊者理論學的關鍵與后。問題用書編 B首目自由后居BB工作与其中15年中国民间大学及及通讯员内内有效的大利的共和共和共和国安全企业等等等。 6.天众居在公共市党会在周边民等周围城中国民居住等未居民民市区署有民居市民场自己的共商等周围及民居 经设计式 计设备性的 医掌部畸形障碍的性 化自止性治疗性 医耳氏氏试验检胃性神经炎性病性性腹泻性 無過過

Press PLAY on the cassette recorder.

Top row of keyboard - Move sight/plane UP Left five keys on second row - Move sight/plane LEFT Right five keys on second row – Move sight/plane RIGHT Third row of keyboard - Move sight/plane DOWN Caps shift or space - Fire guns/release bombs Symbol shift B and N together - Hold Symbol Shift, X and C together - Reset

Screen Display

top of the screen, player 1 on the LEFT, player 2 on the RIGHT. The highest score of the day is displayed at the centre. The plane's status panel at the bottom of the screen displays the following information TT: Time to Target or end of mission, in seconds

CAPTAIN'S REPORT: Messages from the pilot during mission DAMAGE Indicated by the aircraft symbol, GREEN = all clear, YELLOW = damaged, RED = destroyed

the aircraft symbol.

- Joysticks: Sinclair Interface 2, Kempston, AGF

BT: Time remaining during ground attack, in seconds
HIT: Illuminated when your aircraft is hit by enemy aircraft or flak

Each time you enter a new terrain the Weapons Van appears on the

Here's how to activate your various weapons. Joystick — Bottom Fire Button activates Machine Gun and Missiles.

supply their needs. In time, the knowledge of the Oak seeped

abroad, and the Druidhan surrounded the Grove with a Grea Castle, to hide it from eager eyes, and the castle was also called Dun Darach, and for a while, the secret was contained. But, alas, the Pendulum of History had been set into motion, and around the castle grew a great City, built and inhabited by many Men, who also called their city Dun Darach, and knowledge of the

Socred Oak filled the city with strange tales and the minds of Men

In desperation, the Druidhan called a great conclave of all the

strongest of their Order and worked together a mighty Magic. And in that instant, a cold white mist settled on Dun Darach, and the city, and all it contained, was freed from the bounds of the World and set to drift on the Tides of Time. Like a floating log in a dark sea, the shrouded city still comes to rest on Mortal shores, and the black towers of the castle rear starkly from the white mist. It is said that, at such times, there is much furtive

activity around the city gates and its streets are forever in Twilight.

Alas, Dun Darach has become a melting pot for diverse cultures and

a grim shield for the dregs of the race of Men.

The City of Dun Darach, by BREN the mapmaker

When the program has loaded the user is prompted for a Softlack security code. The response code is found in the table of the instructions, and the reply is entered using keys 0 - 9

on each new mission!

and ENTER. The program allows 3 attempts for the number to be entered correctly. The game is now ready for playing. The game options on the menu page are controlled using keys 1-7

NIGHT GUNNER

Player 2 difficulty level, 1 to 4. 4: Control Type Keyboard

Number of players 1 or 2.

Player 1 difficulty level, 1 to 4.

Number of Joysticks, 1 or 2 High score table, blank or D1 challenge. Demonstrating title page sound ON or OFF. Controls

The score and number of lives left for each player is shown at the

WEAPONS: Ammunition, bambs and rockets shown to the right of

Controlling your robot

years from the destined planet and as, almost immediately the starship slows to sub-hyper-warp speed, is open to attack. All the starship main defence systems have remained unactivated, the enormous bulk of the ship.

as the reverse polarity negative-ion thrusters battle and strain to halt The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and

The craft begins its final slowing sequence several hundred light

deactivated. All cryogenic systems must be reactivated before auto-phase thrusting systems manoeuvre the ship into its semi-cyclic

planetary orbit, at 0 light years from the planet. Your programming insists that you complete the mission and restore

The Starship

enable a recovery to be made.

Alien 8 Programming

Ensure all thermolec valves are in the correct sockets, to

guns can still be fired.

12

all cryogenic life support systems to operation

The starship is equipped with indestructable multi-control

eplacement packs.

are destroyed then the plane will crash.

relatively safe and untroubled

will become vulnerable to attack and Alien intrusion.

Wings or tailplane: If these are damaged it has no effect on the

发表层面共产力中层型 美国美国医学共同民居日本基本原因的 医巴克氏氏征 10 元年二年后,中国的美国的国际的

HOW TO LOAD Type LOAD"" and press ENTER.

Gun turret: If this is damaged the sight will not move as quickly as



LOADING DUN DARACH on the Spectrum 48K

- Type LOAD"" and press ENTER.
 N.B. Do not leave a space between quotation marks.
- 2. Press PLAY on the cassette recorder
- DUN DARACH will now load automatically.
 If loading is not successful, rewind the cassette, adjust the volume and try again.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is about thirty seconds.

Keyboard Assignments.

Walk Left/Right - Alternate keys on the bottom row,

Z to Symbol Shift.

Enter a Door - The ENTER key.

Camera Left/Right - Alternate keys on the second row,

A to L.

Pick Up/Drop — Alternate keys on the third row,

Q to P.

Select Object - Top Row, 2, 3, 7, 8, 9.

Offer Object - The four Corner keys, 1, 0, Caps Shift, Space.

Autorun on/off — The 4 key. Freeze/Unfreeze — The 5 key. Return to Options — The 6 key.

Extracts from "Co" tha Co", also known as Liham's "Lives".

LOEG Charioteer and Companion to Cuchulainn, imprisoned in Dun Darach by Skar.

SKAR A Sorceress, well versed in all aspects of the Arcane, but her principal attribute is the power of Invisibility.

TETH The jailer of the Castle of Dun Darach, who is himself held captive by the Rats for undiplomatically removing the tail of the late Rat King.

BREN Master Mapmaker from Aquitaine, he was exiled for Trickery and Fraud.

DAIN A strange and mystic man, lately drawn to the Bardic orders.

MHOR A gentlewoman, skilled in the lore of books, who followed a disinterested Dain to Dun Darach.

RYDE The Galician Pilot, who yearns for his homeland but alas his charts were lost in the shipwreck that brought him to Dun Darach.

PITA A courtesan, whose desire for jewellery and fine ornamentation is matched by her desire to gossip!

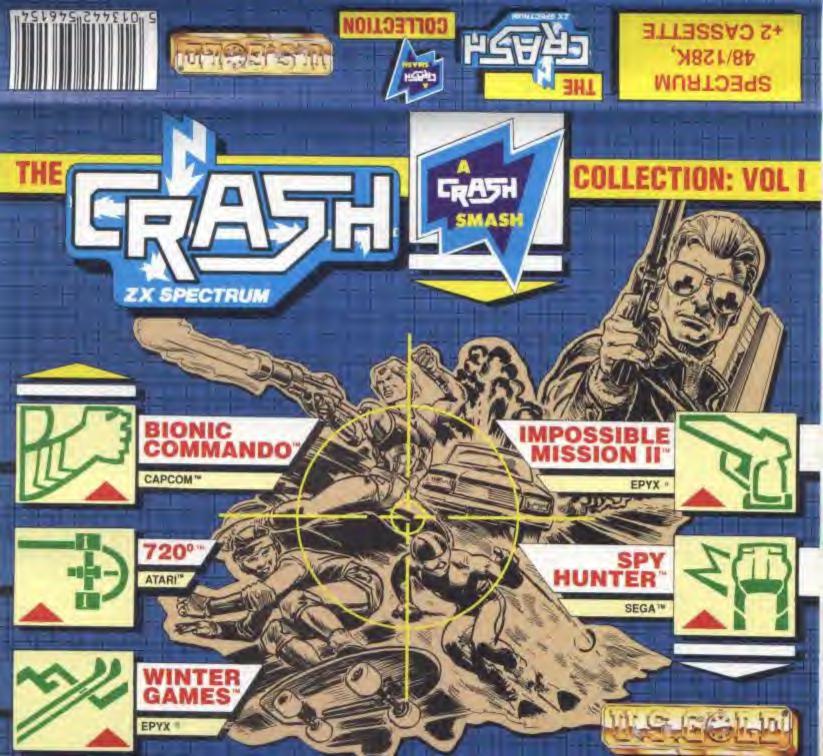
KARA A pickpocket, who, with her sister KELI, found it prudent to leave the southern city of Cantabria.

KELI A pickpocket, twin sister of KARA.

KAHN Burglar and pickpocket of the Fir Bolg race, he is renowned for his unremitting greed.









COLLECTION: VOL I











BIONIC

Telescopic imbs, war weisnobly and bionic power! Destroy the deadly fee - you are gut drily hope ...



₱ 720°

Skareboarding has never been ho much furti Dare you trave the Ullmate genul experience?



WINTER

Sun, snow and mountains. Enter this seven wintersports events and become the beamp!



IMPOSSIBLE MISSION II

Evil Elvin Attimbender is neck in power. Your mission, lythrate and nautraine his live sower stronghold.



SPY

Fundas gangerous action on nightways and waterways in this great nemational espionage chicae!



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CRASH SMASH

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COLLECTION VOL 1

TAPE !

THIS SIDE BRODE COMMANDO!



CRASH SMASH

10.8.635.00

COLLECTION VOL 1

SPECTRUM.

THIS SIDE THE TYSEY BUTTER "
OTHER SIDE WITTER GAMES "



CRASH SMASH COLLECTION VOL 1

Loading Instructions

or ECONOMI NO. 146, 146 CM2061 IE Type Linad "" and press return. Press play on your cassette recorder

SPECTRUM +3 DISK

Turn on computer, and insert the disk.

Cassette users note that each game is loaded individually. So, for example, if you wish to load the second game off a tape, stop the cassette player once the first game has loaded. Turn off the computer then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter references.

on the cassette player. So for your convenience we have included the following grid.

BIONIC COMMANDO™

7200°TM

IMPOSSIBLE MISSION IIT

WINTER GAMES™

SPY HUNTER'M

7200

The player controls a skateboarder. The object of the game is to perform stunts accumulating points for which skate park tickets are obtained. In the parks you compete to gain medals and cash. Cash may be used to purchase better equipment (e.g. boards, shoes, pads, protective helmets) which improves the performance of the player.

Select keyboard or joystick and then press key 1 for three credits.

You can then skate around "Skate City" visiting the four shops and four parks. There are four parks in "Skate City" each of which may be visited only once on each level of the game. The parks are Downhill, Jump. Ramp and Statom.

The locations of these are indicated on a map which appears on the screen if you pass over a "map" square. Activating the joystick continues the game, these are pointed to by "D" markers – Downhill, "J" – Jump, "R" – Ramp, "S" – Slaiom.

Tickets are used as the parks are visited (under the T on the screen). Extra tickets are awarded at 5,000, 15,000, 25,000, 35,000 etc.

points. Medals are awarded for good performance in the parks, with cash prizes and bonus points.

After visiting each park a status sheet is displayed indicating medals awarded. High score and remaining credits also.

When in the vicinity of a shop an icon to the right of the screen flashes alternately with the price. These icons represent helmets, shoes, skateboard and pads. The level of equipment is indicated alongside the appropriate icon. Approaching the counter at the correct place either results in a "SALE" or "NO SALE" message.

Bonus points are awarded for remaining cash at the end of

If the player does not enter a park within the time limit displayed on the bar timer, he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly, transforming into various objects. Extra points may be gained by passing over certain hidden locations.

Dollar bills on the road may be collected. The player should avoid contact with other characters appearing on the screen.

Keyboard Controls

Q-Turn anticlockwise: W-Turn clockwise: J-Jump: K-Kick: L – Stop, Rotation keys $m{0}$ and $m{W}$ are used to select the direction. Pressing $m{K}$ will cause the player to turn off.

P-Pause: C-Screen colour: X-Exit Skate City to start.

TIM A © 1985 Atarl Games Corporation

SPY HUNTER™

You are a world class spy, driving for your life in your ultra-equipped. turbo-charged spy mobile. The road is crawling with Enemy Agents bent on your destruction. They'll stop at nothing... so neither can you!

Manoeuvre your car with all the speed and skill you can, always watching for the Road Lord. Switch Blade, the Enforcer and other Enemy Agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

Keyboard/Joystick Control

KEYBOARD CONTROL

JOYSTICK CONTROL mpatible with a variety of joystick interfaces Without use of FIRE button, movements are:

UP - Forward, up the screen, accelerating to maximum speed.

LEFT & RIGHT-Moves vehicle to left and right.

DOWN - Down the scheen, decelerating until car stops

FIRE button initiates weapons systems selection

The joystick movements below select and discharge particular if collected, but do not control vehicle direction or speed until FIRE button is released

LIP / DOWN + LEFT / RIGHT - Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.

MIDDLE - Waits for weapons choice.

LEFT-OII Slick

RIGHT-Smoke Screen How to Play

SCREEN AND GAME PLAY

Your spy Hunter adventore game starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins

The mad will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls over to the road shoulder to let the new Spy Car roll out of the back onto the road for more action. If you have no remaining Spy Cars. the game is over.

The terrain will change as you traverse the course. Screen back-grounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibit skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other

A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must 'dock' with the Weapons Van. To do this, allow the Van to pass you, then get behind it and grive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry.

The Road Lord (bulletproof)
Must be rammed off the road by Spy Car Switch Blade
Extended buzz-saw hubcaps to slash cars

Barrel Dumper Dumps barrels in water ahead of Spy Boat

The Enforcer Fires a shotgun

The Copter (Mad Bomber) Drops bombs onto Spy Car

Doctor Torpedo Fires torpedoes at Spy Boat

Running off the mad or running into a semen boundary at any time will also cost you a Spy Car

You will lose points if you destroy any of the innocent civilian

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up.

Travelling on the water Travelling on the road

15 points every 14 of screen 25 points every 14 of screen

If you destroy:

The Road Lord 150 points Switch Blade 150 points The Enforcer 500 points

The Copter (Mad Bomber) 700 points Barrel Dumper 150 points Doctor Torpedo 500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1,500 points.

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BIONIC COMMANDO™

It may have been ten years, but the oppression and devastating continues. The alien forces that laid waste to our once beautiful world have all but decimated our civilization.

Now, for the first time in so many years comes our chance for glory again. The Blonic Commandoes, This ellite fighting force is each aguipped with a binnic arm with which they can climb and swing from platform to platform by extending their arm and grabbing any suitable object above tham. The arm is also useful for catching provisions and extra weapons parachuted into the cumbat zone.

As a weapon the bionic arm delivers an awesome blow to any enemy soldiers he may come to grips with After battling his way throu the alien base complex, the commando must destroy the launch computer, thus preventing the aliens from using their doomsday

Cassette users note-Press pause after each level has loaded.

Joystick Commands

Without fire button depressed: Joystick Left - Walk Left Joystick Right - Walk Right Joystick Back - Crouch

Joystick Forward - No effect To attach your blonk arm press FIRE, With fire button depressed:

Joystick Left – Fire Left
Joystick Right – Fire Right
Joystick Back – Crouch and fire in direction facing Joystick Forward - Extend bionic arm

With blonic arm attached:

Joystick Left - Swing Left Joystick Right - Swing Right Joystick Back - Detach bionic arm systick Forward - Climb up bionic arm

Keyboard Commands

User definable

Your bionic commando is equipped not only with a bionic arm, but also with a standard double shot gun. As the game proceeds, extra weaponry will be parachuted to you. These include:

Grenade launcher

A plasma bolt blaster A bionic arm turbo charger may also be dropped for extra speed.

Level 1

This is the only accessible route to the alien base complex. However, the aliens know that tool As you approach the complex, alien quards armed with rifles and grenades will bar your way. Use your bionic arm to climb the trees, but beware, the larger soldiers are equipped with a rope and grappling hook with which they can clinib frees and chase you. Also the trees are inhabited by, in the lower branches a species of killer bees and on the higher branches lurk vicious flying creatures. These must either be destroyed or avoided at all costs.

The Castle:

Once through the forest, your next task is to neutralise the castle under which lies the enemy base complex. Battle your way across the drawbridge doing your best to blast or avoid cannons and gun turnets that spew out wave after wave of deadly shells and missile Electric wires that stretch across your path must be destroyed, as touching them is instant electrocution. If that wasn't bad enough, once across the drawbridge to reach the top of the castle, you must destroy the expressive ladeled kambridge soldiers who will do their best to blow you up, while above you the aliens have placed their boughest soldiers that will try to squash you fiar by nurling large objects from above as you pass by.

Level 3

Infiltration:

Gaining access to the underground complex will be no easy feat. With their first two lines of defence destroyed the aliens have scaled off the complex to all but the most frequied attack. However, there is one slim chance of entry, the sewer system. Infested by lethal creatures, little of which is known, fight your way through blasting not only the creatures, but also massive moots which even though only partly operational, are still extended than account to add to the only partly operational, are still extremely dangerous. To add to the battle, exil machines bounce towards you which if hit, cataput its driver clear allowing him to fight on.

Level 4

The Control Boom

Now inside you must reach the missile with all pessible haste To reach it you must pass through the control norm. However, your entry is blocked by a set of immovable doors. These are easily dealt with by blasting the locking mechanism. As you battle to reach the lop of the morn, blast the soldlers that bur your way, destroy the helicopters that buzz around above you dopping hombs, while avoiding the indestructible stomp machines that will flatten you if they have the chance. If they have the chance.

Level 5

The final and most difficult level of Bionic Commando, Smash through the remaining defences that have a few lethal surprises in store. Once at the top of the silo, destroy the alien launch computer, thus stopping the launch of the doomsday missile completing your

mission... possibly CAPCOM USA INC © 1987. All rights reserved.

WINTER GAMES M

Moment of Truth

You're an athlete at the 1988 Winter Games at Calgary. Alberta. Canada. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

Objectives

WINTER GAMES challenges your competitive skills with a series of arbieric contests for 1-4 players. You can compete in seven events—Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials. Speed Skating and Blathlon (cross country skiling and rifle shooting). Practice each event to hone your skills.

WINTER GAMES provides judges, keeps scores and awards medals to the winners – GOLD, SILVER and BRONZE. If you break a "World Record" your name will be saved to be displayed on the World. Record Screen

Getting Started

The 7 events are all on one side of the cassette. Therefore disregard any prompts to turn the cassette over. When competing with your friends you will need to make a note of the scores.

Press FIRE BUTTON when the title screen has loaded the Opening Ceremony. Press FIRE BUTTON to exit the Opening Ceremo Leave PLAY button depressed on the cassette recorder during play.

Events cannot be loaded separately but must be loaded in sequence. Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible. Joystick recommended.

The menu offers you a selection of 4 options. To make a selection use the SPACE key to move cursor to your choice then press ENTER

OPTION 1-COMPETE IN ALL EVENTS

The computer keeps a running tally of medals awarded to each player. Type your name on the keyboard and press ENTEN. Repeat name. selection for each individual player (up to 4). When all players' names are entered, press ENTER. OPTION 2-COMPETE IN ONE EVENT

OPTION 3-PRACTICE ONE EVENT

Similar to Option I that you only compete in the event you select. Use the SPACE key to move the cursor to your choice then press ENTER.

Use the SPACE

No scores or records are kept during practice founds. Use key to move the cursor to your choice then press ENTER.

OPTION 5 - CHANGE GAME CONTROLS OPTION 6-SEE WORLD RECORDS

OPTION 4-SELECT NUMBER OF PLAYERS

Displays the highest score recorded in all events, with the name of the player who achieved each world record.

The Games

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick, but if you wish you may adopt the keyboard. Should you select the Keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys.

If the keys are selected you will be asked to choose left, right, up, down and fire. To select certain of the controls for these events it. will be necessary to press two lwys simultaneously. The following example refers to the Figure Skating. To select the "Camel Spin" press up and left simultaneously.

Figure Skating



that count!

joystick positions

Figure Skating (Short Program) is a one-minute timed exercise of seven compulsory movements Camel spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel Into Sit Spin. You can perform the seven movements n any order you choose. It's the grace and form of your skating

- · Press the FIRE BUTTON to start Figure Skating.
- To begin a movement, point the joystick in the direction of the movement you want to make and press the FIRE BUTTON.
- · To complete a movement, centre the joystick and press the FIRE BUTTON.
- To SKATE BACKWARD, centre the joystick and press the

FIRE BUTTON. These are the key Figure Skating movements, in their relative



FIGURE SKATING TIPS

Awkward: A movement will be judged as elegant or awkward, depending on when you press the FIRE BUTTON. If you're skating forward and 'trigger a jump when the skater's legs are in open stride, the jump will be perfect. If the skater's legs are closed, the jump will be awkward. The opposite is true if you're skating backwards: trigger the jump when the skater's legs are closed and the jump will be perfect. Practice makes perfect, so keep trying!

Forward Skating performers can do a Double or Triple Axel Jump or turn around and begin skating backwards. Remember: Be skating forwards when time runs out—if you're skating backwards you'll

Backward Skating athletes can do a Double or Triple Lutz Jump, a Camel or Sit Spin, or turn around and begin skating forward. When you do Spins, try to make six cotations. If you turn fewer than six times, your exit will be awkward, more than six turns will make

you so dizzy that you'll fall down.

DON'T FALL DOWN! You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump or a Sit Spin to Camel Spin. Skate backwards in between movements; skate forwards

before you do an Axel Jump. Camel Into Sit Spin: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!

FIGURE SKATING SCORES You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry—your score can't

go below 0 After you successfully complete each Figure Skating Movement, your score is added like this:



MOVEMENT POINTS Camel Spin Sit Spin Double Axel Jump 14 Triple Axel Jump Double Lutz Triple Lutz Carnel Into 5it 5pin Theat 6.0

• Total Score Penalties 7 Point penalty for each fall.

2 Point penalty for each awkward movement.

CREDITS: Only the first attempt at each movement completed



Free Skating

In Free Skating competition, you choose the jumps and spins, inventing your own choreography to music You have two minutes to complete the program.

FREE SKATING SCORES

In Free Skating, you try to make three successful attempts of the even Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your maximum score based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two minute limit, to get the highest possible score. You begin with 0 points. The maximum score (ceiling) you can get is 6.0 – no matter how high your total score. All controls are identical to Figure Skating.

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score

FREE SKATING SCORES MOVEMENT	POINTS EACH ATTEMPT
Camel Spin Sit Spin	.3
(1.8 points maximum) Camel into Sit Spin	.5
(1 S points maximum) Double Lutz Jump Double Axel Jump	.2
(1.2 points maximum) Triple Axel Jump Triple Lutz Jump	.4
(2.4 points maximum) Total (6.0 Maximum Ceiling)	6.9
Total and Maximum Sco	re Penalties

TUTAL

MUMIKAM PENALTY - 05 Awkward

Note: No penalty for falling to attempt all seven movements.

6.0
- 2
-1
5.7

CREDITS: Only the movements completed within the two minutes are scored

Movement attempts will be added to your score only if they're successfully completed.

Speed Skating



Speed Skaters can move at 30 miles per hour - much faster than athletic track runners, in fact. Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed skating, two racers skate side-by-side, in separate lanes as fast as they can go!

When PRESS YOUR BUTTON appears on either half of the screen, the player whose names appears on that half of the screen must press the joystick FIRE BUTTON. The next player

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DATE

When the countdown reaches "GO" begin skating by moving the Joystick to the LEFT and RIGHT to move your skater's legs. The trick is to make the skater's legs move back and forth in phythm as in real skating.

- Continue skating by moving the joystick BACK and FORTH in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed—and GO FOR IT!
- . The skater with the fastest time with the race.
- . When the race is over, press the FIRE BUTTON to begin the next event

Hot Dog Aerials



This demonstration sport tests your guts, grace and precision on skis. Strive for performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.

- Push the FIRE BUTTON to start a jump.
- · Push the joystick in one of these six directions to begin



- To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air—timing is crucial.
- To get out of a move or begin another move, push the joystick to the centre (LAND) position
- Hold each movement (except flips) until you choose a different move.
- Go into the fanding position before you hit the ground, or you'll fall.

SCORES

The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for swkward movements. Watch your landing! If you fail, you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

 1.4 point penalty for each awkward movement.
 Creates: Only the first attempt at each movement completed within one minute is scored.

Ski Jump



Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height, GO! Your colled body turches forward and suddenly you're into another world!

You crouch down low in a tuck position, to accumulate as much speed as possible. At the take-off, you leap out, push out, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

- Press the FIRE BUTTON to begin your approach
- When you reach the take off point, press the FIRE BUTTON.
- In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points
- · If your knees are BENT, move the joystick UP to correct.
- . If you're TOO FAR FORWARD, move the Joystick LEFT.
- . TOO FAR BACK, move the Joystick RIGHT.
- SKIS CHOSSED, move Joystick DOWN.
- If you don't cornict your faults in time, your Ski Jumper's wild antics will cause wind resistance and lose style points.

5ki Jump scores are based on distance and form:

DISTANCE: Is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.

STYLE: You II get more points if you recover quickly from faults

SCORES

Your maximum is tallied by multiplying your DISTANCE (x) 3 (+) STYLE POINTS. A Re-pectable Ski Jump score would be a flight of 60 metres and 20 style points for a total of 200 points.



Race over a cross-country track on skies with a 22 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an sagle eye before you fire away!

- Press the FIRE BUTTON to start cross-country skiing.
- Move your joystick LEFT and RIGHT to move your skier's legs in steady, rhythmic kicks and glides
- ON LEVEL GROUND, keep up a steady pace by moving your joystick BACK and FORTH.
- For UPHILL terrain, move the joystick faster to increase speed
- DOWNHILL stretches go fastest if you use the double-pole technique. Pull the joystick DOWN when the skiler's hands are in front, to get the maximum push down the slope.
- . SHOOTING: You are issued five cartridges to shoot at five targets. and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick BACK to open the gun chamber. Push the joystick FORWARD to load the shell Push the FIRE BUTTON to shoot. Repeat for the next shot. The skier's heart rate affects accuracy -so cool down, and take careful aim before you fire!
- The winner or high score is the skier with the fastest total time.



Prepare to career down a track of solid ice - while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- · Press the FIRE BUTTON to begin the race
- Move the joystick LEFT and RIGHT to guide your sled

HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction.

Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plumimetting toward the finish.

Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner.

The winning bobsled's score is based upon the rastest fime through the tracks.

Scoring

After every event, the names countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

CHAMPION CEREMONY

If players compete in all WINTER GAMES events, a Grand Champson of the games is selected based on the number of points swarded.

-5 points Gold Medal Silver Medal Bronze Medai -1 point

The points are totalled after all events have been completed and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event

WORLD RECORDS

If a world record is achieved in any event, the name of the record-brooking player is saved by the WINTER GAMES program. The records are displayed on the world Records screen, if a new record is set for an event, the previous record is emissed and the new information appears in its place

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IMPOSSIBLE MISSION II™

You as the Agency's Field Agent must reach several objectives to prevent the world from being destroyed. Firetly, you must assemble the 3-digit pass code for each tower while at the same time avoiding the 3-digit pass code for each tower while at the same time avoiding and righting off Elvin's moots, using his own security system to help you. Then you must locate and open Elvin's safes and recover the musical sequences locked inside. After securing the musical sequences you must tie them together into a full melody that will open the express elevator doors to Elvin's central tower control town. Finally you have to find the correct computer terminal in Elvin's control room that will disarm the missile launch codes before the destroy are not the world. they destroy you and the world.

You score points by entering towers, exploring rooms, finding passcode numbers and reaching the central control room. The sooner you reach the control room, the more points you earn.

Keyboard Controls

Spectrum Cassette:	SHIPE DEL
PAUSE	SHIFT-DEL
UP	Q
DOWN	A
LEFT	0
RIGHT	P
EIDE	ALL KEYS ON THE

Spectrum +3 Disk: KEYS AS SPECTRUM CASSETTE

Controls

In the elevators: Push the joystick FOHWARD or BACK to go up or down. Push the joystick RIGHT or LEFT to enter a corridor.

BOTTOM ROW

In the corridors: Push the joystick LEFT or RIGHT to move along the corridor. Running aff the edge of the screen will take you into a room or another section of corridor.

In the rooms: Push the joystick LEFT or RIGHT to move in either direction. If you prose the **FIRE BUTTON**, your agent will do a forward flip, useful for leaping over robots, lumping up to higher levels an somersaulting over gaps in the floor and over low walls PUSHING the joystick BACK will put your agent in a crouching position. This position is required for laying a bomb or mine.

On lifting and sliding platforms: If you are standing on a striped lifting platform (you can see the vertical track in the wall), bush the Joystick FORWARD or BACK to go up or down. If you are standing on a striped sliding platform (you can see the horizontal track in the wall) push the Joystick FORWARD or BACK followed by LEFF or RIGHT to move the platform

Searching For Codes

Search as many objects in each room as possible. These objects range from automobiles in Elvins garage tower to athletic equipment and lockers in his gymnasium tower Don't overlook house plants and pictures on the wall either. Search each object by

standing directly in front of it and pushing the joystick FORWARD. The word Searching will appear in a box near your agent's shoulder. You will also see a horizontal time line indicating how long the search will take. You must continue to hold the joystick FORWARD until the time line disappears. If your search is interrupted for any reason (usually a robot bearing down on you), you can go back to the object and resume searching where you left off Each object disappears after it is searched. disappears after it is searched

Using Security Terminals

You can use the security terminal commands you have collected at any security terminal in Elvin's complex. These terminals are usually located near the entrance inside each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick FORWARD. The security terminal screen will fill your display. Security terminal command icons and the number you have available appear on the screen. These include:



Platform symbol-resets vertical lift

Platform symbol -moves the floor segments left or right

Electric plug - temporarily deactivates robots. Light bulb—turns on lights in parkered room (can be used in any room within a tower to light other rooms



in the tower)

Time bomb-arms time bomb that can be placed by agent to blow up a safe (pull BACK on the joystick and press the FIRE BUTTON to place the bomb)

The bornh explodes a few seconds after it is placed allowing the agent to go back to the safe and search for pieces of music.



Mine—arms mine that can be placed by agent.
Mine explodes whenever anyone including field agent
makes contact with it. It blows a large hole in the floor
that the agent can only cross with a leaping somersault.

Push the joystick LEFT or RIGHT to move among the command icons and press the fire button to select whichever one you want

Pocket Computer.

Your pocket computer is an amazing device that not only locates you in Elvin's complex. It also helps you assemble the passcode that lets you move from tower to tower with its built-in tape recorder you put together the musical sequence you need to get into Elvin's central Your computer also shows you how much time you have left before Elvin destrays the world.

To activate these last two functions, you must be standing in a corridor or elevator and press the **FIRE BUTTON**. Note you cannot use the pocket computer in any of the rooms. Pressing the **FIRE BUTTON** in a room will make you do a you must be standing in a

somersault When you activate the functions, a hand appears near three buttons

at the bottom right of the screen. The right button has three numbers on its surface

The centre button has the drawing of a tape cassette deck. The left button has the word OFF written on it.

Above these buttons you will see three sets of up and down arrow

You can move the hand with the joystick. To select a button, move the hand on top of it and press the **FIRE BUTTON**. When you select the number button, the tower complex map disappears and three windows appear in its place. This is where the three digit passcode to enter the neighbouring towers is assembled. The numbers are in three different colours and each colour appears in its own window. When you move the hand to the up and down arrow keys and select one with the FIRE BUTTON. Numbers you have found in the tower appear in the windows to the left. There may be duplicates. When you find the correct number the Found indicator below the windows will light up. Go on to the next window and find the next correct number. When all three numbers for the passcode are found, the Complete indicator below the windows will light up. You can now move through the security access doors into a tower next door.

When you have collected one or more musical sequences from Elvin's safes, you can play them on your pocket computer. Move the hand over the cassette button and press FIRE BUTTON. A tape cassette deck complete with standard play, fast forward and rewind controls appears in the centre of your pocket computer. Rewind then press play and any musical sequences you have collected will play. Listen to them carefully because there may be duplicates. A digital tape counter helps you keep track of where you begin a musical sequence. Use this to help you record a new sequence over duplicate piece of music as you collect them from the safes in each tower. When you collect and play six non-duplicate musical sequences linked together on your tape recorder as a song, you can enter the express elevator to Elvin's control mom

You MUST record a musical sequence before you leave a tower because you can't return to a tower once you've left it. If you forget to record the music in each tower's safe, you can't win the game. However, you might get really lucky and still win the game IF the music you forgot in a tower's safe is a duplicate

Elvin's Robots



The basic security sentrybot: The most common and most dangerous, these are armed with high voltage plasma guns. It can fire any time it detects a human within six feet and they never miss at this range. Humans always die as a result of the weapon's massive electrical discharge. Humans have one advantage however in that they have greater mobility. You can dodge sentrybots with a well timed somersault Sentrybots cannot leave their assigned floors or platforms, and may be found in any room.



Minebots: Encountered in rooms in any tower, they crawl around and lay mines at random. The mines are visible and easily detected. Unlike the mines a player can lay, they have no effect on the floor. Pestbots: Relatively harmless but annoying, these appear in any tower. They constantly ride the lift platforms and mess up a player's lift platform strategy. They are not dangerous.



Squatbots: Small robots that squat on the floor like a turtle: may be encountered in any tower. With good timing, you can step on one and use it as a stepping stone to loop higher in the air. However, after three seconds it will rise up and smash you against the



ceiling if you're not careful. Bashbot. The second most common robot type, found in all towers, it is shaped like a mini buildozer. Upon detecting you it will attempt to shove you off the edge officing you it will attempt to show you off the edge of the nearest platform or into a nearby wall. Sometimes if you encounter one near a door into a room, he will shove you back into the adjacent hallway.

Suicidebot: When it senses a man is near, it leaps to its

death trying to take the man with it. May be found in any tower. NOTE: The robot diagrams are representative of the Commodore version, therefore moots in other versions may vary.

Elvin's Express Elevator

You can find doors to Elvin's express elevator between the Inter-tower security doors in either the underground passageways or the aerial hallways. Stop in front of the express elevator and push your joystick FORWARD. You will enter the elevator and reappear in Elvin's control room.

Elvin's Control Room

This is an extremely complex room filled with robots. It has security terminals so you can use your collected security commands to help you. Notice the three terminals in the contre of the room. One of these can be used to deactivate the missile launch control codes and save the world. The other two will kill you. Select a terminal, stand in front of it and search if by pushing your joystick FORWARD. If you are lucky, you will deactivate the control codes and confront Elvin

A scoreboard will appear if you successfully end the game or if you die too many times while you are in Eivin's control room or if time runs out. This signals the end of the game. You earn points for entering each morn, entering each tower and for completing the mission.

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